**GAM150 - Production Report Week 4**

# Report Summary:

* **Week 4**
* **2/2/17**
* **By Cole Astaire**

# Summary:

**Game Name: TBD**

**High Concepts:**

* **Traverse procedurally generated 2D star systems with your friends using a cast of unique and powerful ships.**

# Team Roster:

* **TeamA001**
* **Team A01**

|  |  |  |
| --- | --- | --- |
| **Name (printed or typed)** | **Role** | **Signature** |
| **Cole Astaire** | **Producer,**  **Design Director** |  |
| **Evan Kau** | **Product Manager,**  **Systems Programmer** |  |
| **Ryan Booth** | **Test Manager,**  **Features Programmer** |  |
| **Henry Brobeck** | **Technical Director** |  |

# Project Summary:

## Next Milestone:

* Engine Proof (Prototype)
  + 2/9/17

## Project Status Towards Milestone: Green

## Progress Against Last Week’s Objectives:

* Physics
  + Finalized Collision
  + Optimized raycasting
  + Added Layermasks
* Sound Engine
  + Integrated dynamic sounds, modifying stereo output based on object location.
* Analog Stick rotation implemented (intuitive control)
* Added camera movement and zoom
* Optimized component architecture

**Additional Accomplishments:**

* Debugging/Data Tracking
  + Primitive “Watcher” program implemented
    - Prompts players for review after closing the game and automatically emails devs
    - Intended to track game data in the future

## Next Week’s Objectives:

Prototype / Minimum Viable Product

* Dynamic Sound Engine
  + Sound Library
* Input Engine
  + 4-Player Support
  + Intuitive Controls
* Content
  + 1 Hero Ship
    - Simple projectile attack
  + 1 Enemy Ship
    - Simple chase AI
  + Jump Gate
    - Positional win condition
* Graphics
  + Parallax Scrolling
    - Custom Background
  + Dynamic Camera
    - Adjusts to accommodate all players.

## Highlights:

* Exciting new development philosophy revolving around emulating modern perpetual games.
  + Data tracking
  + Rapid Reiteration

## Lowlights:

* Cole - low code contribution.
* Task Management service underwhelming
* Hank – visual studio issues causing low productivity in Monday’s meeting.
* Evan – Had to wear the Tiara.
* Ryan – Having difficulty with window sizing

## Risks & Mitigations:

* Art
  + Committed to vector graphics
* Procedural Generation
  + Time consuming, engine intensive, but provides replayability.
    - Compare time spent designing individual maps vs. time spent optimizing procedural generation.
* AI
  + Design around simple, scalable AI
* Data Tracking/Logging
  + Infinitely complex. Determining valuable data takes time and effort.
    - Create tracking tools that can track a variety of data sets.
* Engine Spaghetti
  + Component-based Architecture foreign to some team members.
    - Technical Director assuming responsibility for team understanding.
* Sound and immersion
  + Using Bfxr, a third-party sound generator.
* 4-man team
  + Less total man-hours available.
  + Scattered Schedule, few available hours for team meetings.